Divine Spells:

1st-Level Divine Spells

- **Bless**: 3 allies can add 1d4 on every attack roll or saving throw for one minute (concentration.) +1 ally for every spell level above 1st.
- **Create or Destroy Water**: Create/destroy 10 gallons of water in open container; or create rain/destroy fog in 30-ft cube; +2 gallons/+5 cubic feet per spell level above 1st.
- **Cure Wounds**: One creature healed 1d8 + MIND modifier HP; +1d8 HP for every spell level above 1st.
- **Detect Magic**: Know presence of magic within 30 ft for 10 minutes (concentration.) An action can be used to see aura and determine what kind of magic it is.
- **Inflict Wounds**: Spell attack; 3d10 damage; +1d10 damage per spell level above 1st.
- **Shield of Faith**: One creature gains +2 AC bonus for 10 minutes (concentration.)

2nd-Level Divine Spells

- **Aid**: 3 allies increase HP and max HP by 5 for 8 hours; +5 HP/max HP for every spell level above 2nd.
- **Enhance Ability**: 1 ally gains advantage on ability checks of your choice for 1 hour (concentration.) +1 ally for every spell level above 2nd.
- **Gentle Repose**: Preserves one corpse.
- **Hold Person**: 1 humanoid is paralyzed for 1 minute(concentration.) +1 humanoid for every spell level above 2nd.
- **Lesser Restoration**: Cure disease or end blindness, deafness, paralysis, or poison.
- **Protection from Poison**: One creature is cured of poison, and for one hour takes half damage from poison damage and has advantage on saving throws against being poisoned.

3rd-Level Divine Spells

- **Clairvoyance**: See or hear a familiar place for 10 minutes (concentration.)
- **Create Food and Water**: Feeds fifteen humanoids (or five horses).
- **Dispel Magic:** Automatically dispel spells of 3rd level or lower, or higher level spells with DC 10 + spell's level. +1 spell level automatically dispelled for every spell level above 3rd.
- **Revivify**: Restore 1 HP to someone who was dead for less than a minute.
- **Speak with Dead**: Corpse answers five questions.
- **Tongues**: One creature speaks any language for 1 hour.

4th-Level Divine Spells

- **Banishment**: Banishes 1 creature back to its home plane (if extraplanar) or a harmless demiplane (if native) for 1 min. (concentration.) Extraplanar creature is permanently banished if spell lasts full minute. +1 creature for every spell level above 4th.
- **Death Ward:** The next time creature drops to 0 HP, it drops to 1 HP instead.
- **Divination**: You ask your god one question about a specific goal, event or activity to occur within the next 7 days and receive a truthful reply in the form of a short phrase, cryptic rhyme or an omen.
- **Freedom of Movement**: Subject moves normally despite impediments for 1 hour.
- **Locate Creature**: Learn direction to closest named or described kind or specific creature within 1000 ft. for 1 hour (concentration.)
- **Stone Shape**: Form 5 cubic feet of stone into any shape.

5th-Level Divine Spells

- **Commune**: Deity answers three yes-or-no questions.
- **Flame Strike**: All creatures in a 10 ft. radius take 8d6 damage. +1d6 damage for every spell level above 5th.
- **Geas**: Commands any creature, binding it to perform a specific task for 30 days or take 5d10 damage. x10 duration for every spell level above 5th.
- **Greater Restoration**: Reduce exhaustion or end charm, petrify, curse, stat or max HP reduction.
- **Mass Cure Wounds**: 6 creatures within 30-ft rad heal 3d8+spellcasting ability modifier in HP. +1d8 for every spell level above 5th.
- **Raise Dead**: Restore 1 HP to someone who was dead for less than 10 days.

6th-Level Divine Spells

- **Forbiddance**: No planar travel in a 40,000 sq ft. radius may take place. In addition, creatures of a specified type (celestial, elemental, fey, fiend, undead) take take 5d10 damage when entering area or starting turn in it.
- **Harm**: Deals 14d6 damage to target.
- **Heal**: Cures 70 HP, all diseases, blindness and deafness. +10 HP for every spell level above 6th.
- **Heroes' Feast**: Food for 13 creatures bestows +2d10 HP and max HP, cures disease and poison, grants immunity to poison and frightened, and grants advantage on MIND saves. Lasts for 1 day.
- **True Seeing**: Lets you see all things as they really are for 1 hour.
- **Word of Recall**: Teleports you and 5 allies to the church or temple of your deity that you most recently visited.

7th-Level Divine Spells

- **Divine Word**: All enemies in earshot are banished to their home plane (if extraplanar), or suffer an effect dependent upon their current HP (50- HP, deafened for [50 minus current HP] minutes; 30- HP, blinded, deafened and stunned 1 hour; 20- HP, killed instantly.)
- **Etherealness**: 1 creature becomes ethereal. +1 creature for every spell level above 7th.
- **Fire Storm**: In ten 10-ft. Cubes all creatures take 7d10 fire damage. Unattended objects catch fire.
- **Plane Shift**: You and 8 willing creatures teleport to another plane. Alternatively, on a spell attack a hostile creature is teleported to the plane of your choice.
- **Regenerate**: Subject's severed limbs grow back, and regenerates 4d8 + 15 HP per round for 1 hour.
- **Resurrection**: Restore 1 HP to someone who was dead for less than a century.

8th-Level Divine Spells

- **Antimagic Field**: Negates magic within 10 ft. for 1 hour (concentration.)
- **Control Weather**: Change current weather for 8 hours (concentration.)
- **Earthquake**: Cause an earthquake in a 100-ft radius, damaging structures and creating dangerous fissures. If any large structure falls, it causes 5d6 bludgeoning damage.
- **Holy Aura**: In a 30 ft. radius, allies have advantage on saving throws, enemies have disadvantage on attacks and fiends and undead are blinded.

9th-Level Divine Spells

- **Astral Projection:** Projects you and 8 companions onto Astral Plane.
- **Gate**: Connects two planes for travel or summoning. Open for 1 minute (concentration.)
- **Mass Heal:** Heal up to 700 hp to any creatures in range (divided to taste); also cured of all diseases, blindness and deafness.
- **True Resurrection**: Resurrects a creature, that has died in last 200 years, with new body.

5th-Level Arcane Spells

- **Cloudkill**: Deals 5d8 damage to 20-foot-radius; +1d8 per spell level above 5th. Lasts 10 minutes (concentration)
- **Contact Other Plane**: Lets you ask five questions of extraplanar entity.
- **Geas**: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- **Hold Monster**: Paralyze target creature for 1 minute (concentration.) +1 target per spell level above 5th.
- **Passwall**: Creates passage through wood or stone wall for 1 hour.
- **Teleportation Circle**: Creates a temporary portal that leads to a permanent teleportation circle on the same plane.

6th-Level Arcane Spells

- **Chain Lightning**: A lightning bolt leaps through four nearby targets, doing 10d8 damage; +1 target per spell level above 6th.
- **Contingency**: Sets trigger condition for another spell. Lasts for 10 days or until discharged.
- **Disintegrate**: Deals 10d6 + 40 damage, if target is reduced to 0 hp it is disintegrated; +3d6 damage per spell level above 6th.
- **Irresistible Dance**: Forces subject to dance for 1d4+1 rounds.
- **Sunbeam**: For 1 minute (concentration), a 60 foot beam deals 6d8 damage per round, and blinds victims.
- **True Seeing**: Lets you see all things as they really are for 1 hour.

7th-Level Arcane Spells

- **Delayed Blast Fireball**: 12d6 damage; you can postpone blast for 5 rounds (concentration); +1d6 per spell level above 7th.
- **Etherealness**: Travel to Ethereal Plane for 8 hours. +3 companions per spell level above 7th.
- **Finger of Death**: Target takes 7d8 + 30 damage. If target is killed by spell, they rise the next turn as a zombie under your control.
- **Plane Shift**: As many as eight subjects travel to another plane.
- **Reverse Gravity**: Reverses gravity in a 50 ft. radius for 1 minute (concentration.)
- **Teleport**: Instantly transports you and up to eight creatures as far as 100 miles/level.

8th-Level Arcane Spells

- **Antimagic Field**: Negates magic within 10 ft. for 1 hour (concentration.)
- **Clone**: Duplicate awakens when original dies.
- **Feeblemind**: Subject's MIND score drops to 1 and they take 4d6 damage.
- **Horrid Wilting**: Deals 10d6 damage within 30 ft.
- **Incendiary Cloud**: Cloud deals 10d6 damage/round for 1 minute (concentration.)
- **Power Word Stun**: Stuns creature with 150 hp or less for 2d4 rounds.

9th-Level Arcane Spells

- **Astral Projection**: Projects you and companions onto Astral Plane.
- **Gate**: Connects two planes for travel or summoning. Open for 1 round/level.
- **Meteor Swarm**: Four exploding spheres each deal 40d6 damage.
- **Power Word Kill**: Kills one creature with 100 hp or less.
- **Time Stop**: Time slows down allowing you to take 1d4+1 turns in a row.
- **Weird**: Fearsome illusion deals 4d10 damage/round to subjects in 30 ft. radius.
- **Invisibility:** Subject is invisible for 1 hour (concentration) or until it attacks.
- **Knock**: Opens locked or magically sealed door.
- **Levitate**: Subject moves up and down at your direction for 10 minutes (concentration.)
- **Spider Climb**: Grants ability to walk on walls and ceilings for 1 hour (concentration.)

3rd-Level Arcane Spells

- **Clairvoyance**: Hear or see at a distance for 10 minutes (concentration.)
- **Dispel Magic**: Cancels magical spells and effects.
- **Fireball**: 8d6 damage, 20-ft. Radius; +1d6 damage per spell level above 3rd.
- **Fly**: Subject flies at speed of 60 ft. for 10 minutes (concentration.) +1 target per spell level above 3rd.
- **Vampiric Touch**: For 1 minute (concentration), caster's touch, deals 3d6 damage on a successful melee spell attack; caster gains half damage as hp; +1d6 per spell level above 3rd.
- **Animate Dead**: Create undead skeleton or zombie from a corpse, controlled as bonus action; +2 undead per spell level above 3rd level.

4th-Level Arcane Spells

- **Arcane Eye**: See through invisible floating eye that moves 30 ft./round for 1 hour (concentration.)
- **Black Tentacles**: Tentacles grapple all within 20 ft. spread for 1 minute (concentration), dealing 3d6 damage per round.
- **Dimension Door**: Teleports you short distance.
- **Ice Storm**: Summons a 20 foot radius ice storm that deals 6d8 damage, and halves movement for one round. +1d8 damage per spell level above 4th.
- **Polymorph**: Gives one creature a new form for 1 hour (concentration.)
- **Stoneskin**: Take half damage from nonmagical attacks. Lasts 1 hour (concentration.)

MICROLITE 20 5TH ADAMANTINE SPELLS LIST

Saving Throws and Scaling:

Unless a spell specifically mentions using a spell attack or not granting a saving throw, the target of a spell may resist by making an appropriate STR/DEX/MIND save. If a spell does damage, then successfully saving causes that spell to do half the damage it would have. Many spells end with something like "+X*d6 per spell level above Yth." What this means is that the spell is Yth level spell, but if it is cast in a (Y+1)th level spell slot or higher it has some sort of scaling effect.

Arcane Spells:

1st-Level Arcane Spells

- **Charm Person:** Makes one person your friend for 1 hour.
- **Feather Fall:** 5 creatures fall slowly for 1 minute or until landing.
- **Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 500 lb. and lasts for 1 hour.
- **Mage Armor:** Gives subject AC of 13 + DEX for 8 hours.
- **Magic Missile:** No saving throw; Launches three magic darts each dealing 1d4+1 damage; +1 missile per spell level above 1st.
- **Sleep:** Puts 5 HD of creatures into magical slumber for 1 min. +2HD of creatures for every spell level above 1st.

2nd-Level Arcane Spells

- **Acid Arrow:** Ranged spell attack; 4d4 damage immediately, 2d4 at end of next turn; +1d4 immediately and +1d4 at the end of next turn per spell level above 2nd.
- **Flaming Sphere:** Creates rolling ball of fire controlled with a bonus action, 2d6 damage, lasts 1 minute; + 1d6 per spell level above 2nd.

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